



Lab 4 - Graphics & Sound

Programming the Android Platform

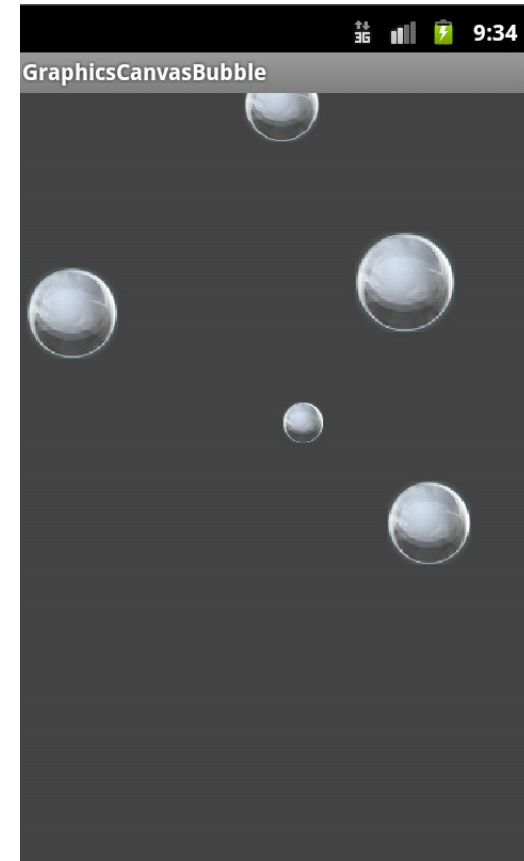
Lab Assignment

- Start with a blank canvas



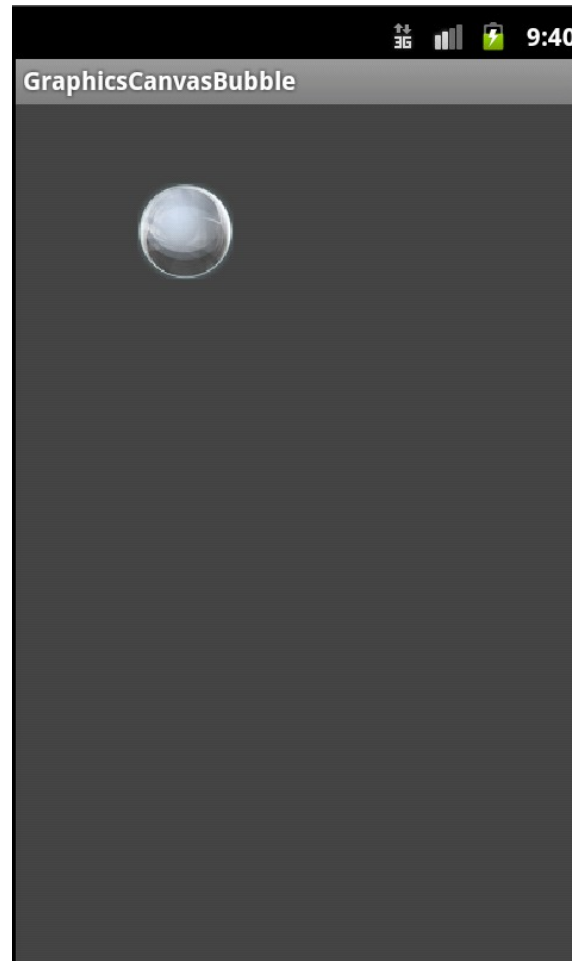
Touch Screen to Add Bubbles

- When user touches an empty location, place a bubble there
 - Empty means there are no bubbles already there
- Give each bubble a randomly selected direction, speed and size
- Animate the movement of each bubble



Touch to Pop Bubbles

- If user touches a bubble, remove it from view



Tips

- GraphicsCanvasBubble example shows how to animate bubbles
- TouchIndicateTouchLocation example shows how to handle touch events
- Bitmap.createScaledBitmap can be used to make bubbles of different sizes